SKIN COMPOSER

At First

- Scene2d is a **2D scene graph** for building applications and Uis, using a hierarchy of actors.
- What is a scene graph?

  -Is a data structure for **storing** the stuff in your world, you have a world with sprites, so this are stored in the scene graph.
- His main functionality is to work with actors, groups, events and actions
- You can think of Scene2D as a higher level framework for creating a game built over top of the LibGDX library.

```
Table table = new Table();
    table.setFillParent(true);
            table.setDebug(true);
            stage.addActor(table);



        //skin provides the style to the controls
```

```
Skin skin = new Skin(Gdx.files.internal("skin/glassy-ui.json"));

    //create buttons
TextButton newGame = new TextButton("New Game", skin);
TextButton preferences = new TextButton("Preferences", skin);
TextButton exit = new TextButton("Exit", skin);
```

Stage At The Top Of The Hierachy

- This is where the game will take place.
- The Stage in turn contains a Viewport.
- The next major abstraction is the Actor, this are the stuff that make up your game.

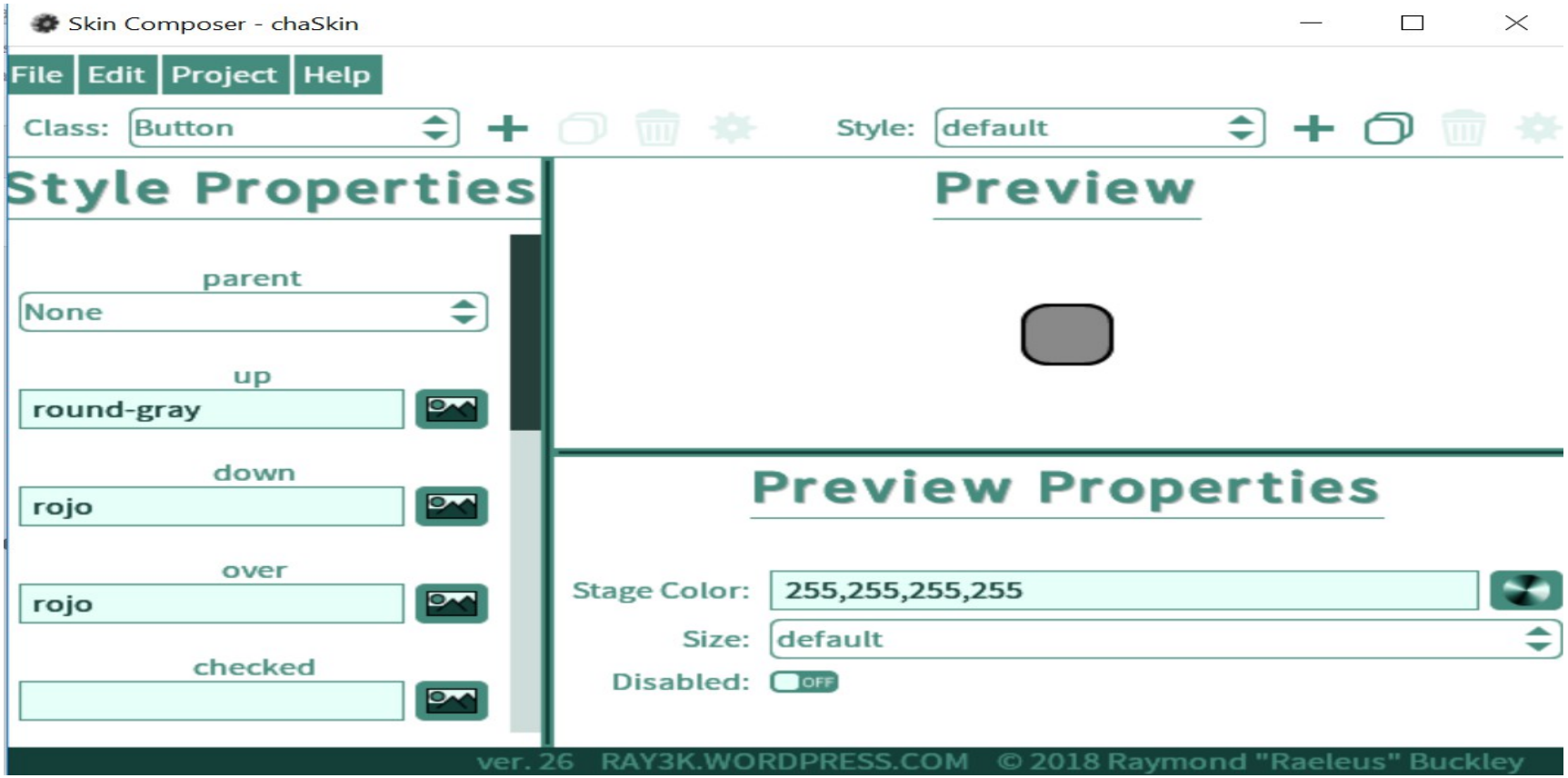
```
 @Override
    public void create() {
       stage = new Stage();
       skin = new Skin(Gdx.files.internal("nuevocha/neutralizer-
ui.json"));
        CrearEscena()
        Gdx.input.setInputProcessor(stage);

code snipet ...

table = new Table();
table.setFillParent(true);
stage.addActor(table);
```

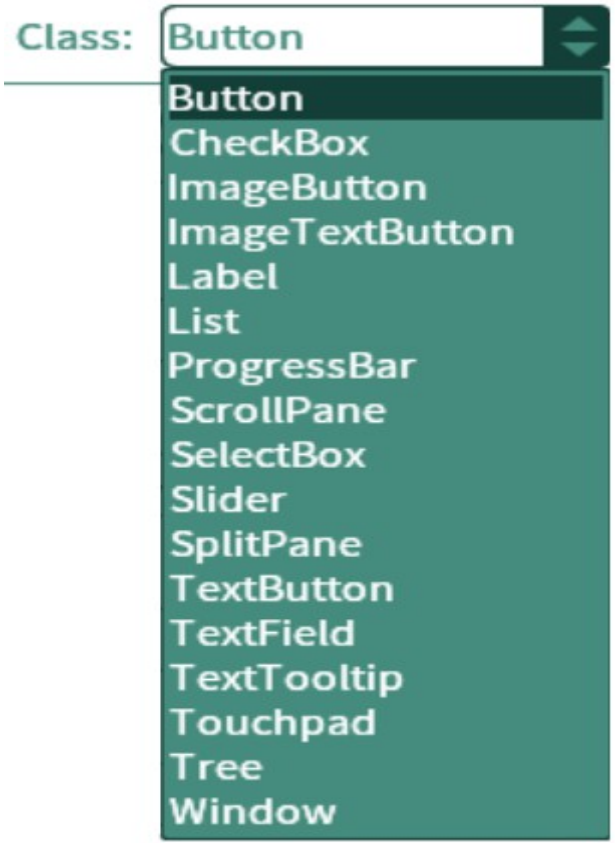
Skin

- Made it with Skin Composer (chaSkin), which provide us a png, json, atlas and fonts. To give style to the actors.



Classes

• Skin Composer can create Buttons, SelectBoxs, Touchpads, Sliders...With different colors, fonts, properties and events (keyup, mouseOver)



Events

- Each control have diferent events and they execute on different ways. For the button, when you click, the selectBox, when you change the selected item.

```
   botonEnviar.addListener(new ChangeListener() { //CAMBIA LA IMAGEN
              @Override
              public void changed(ChangeListener.ChangeEvent ce, Actor
actor) {
                  table = new Table();
                  table.setFillParent(true);
                  stage.clear();
                  table.add(pokemon);           //Label
                  table.row().padTop(10);
                  if
(seleccionPokemon.getSelected().equals("Charizard")) {
                      table.add(chaNormal);    //Imagen Pokemon
                  } else {
                      table.add(starmieNormal);    //Imagen Pokemon
                  }
code snipet...
```

Example Of Stage

- This stage implements a table and this one have added one label, two buttons, two ImageTextButton(one hidden) and one selectedBox. At the end the Stage add an **actor**, the “Table”.